

FIGURE 1

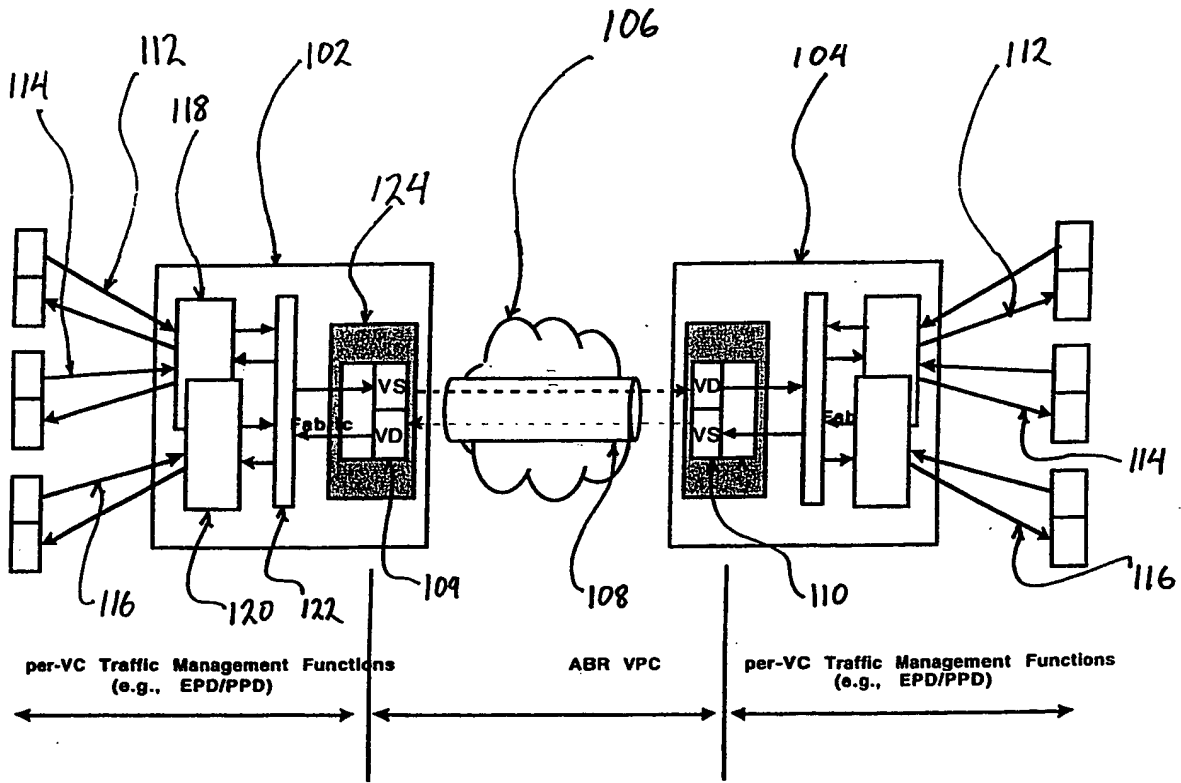


FIGURE 2

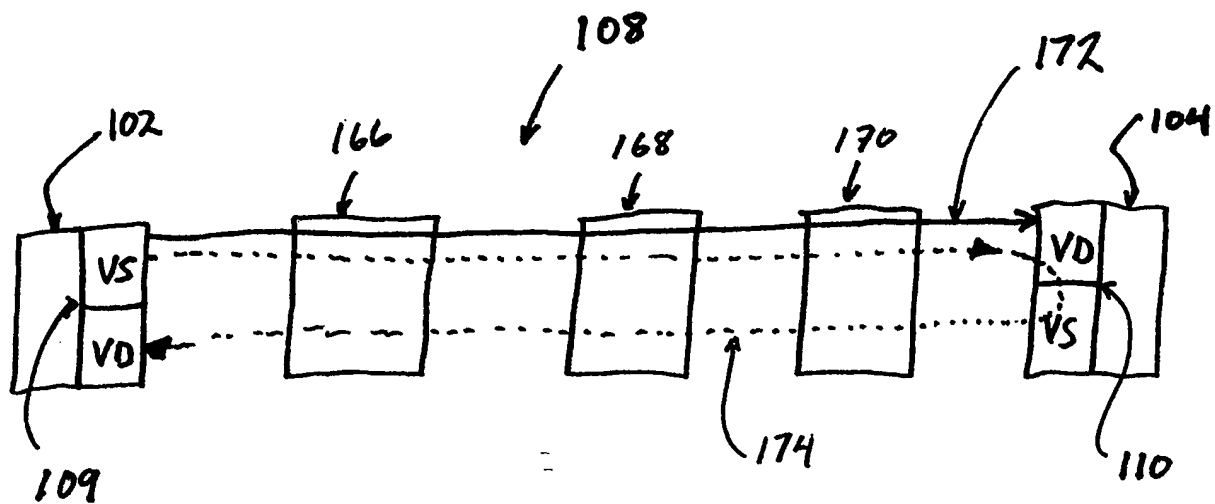


FIGURE 3

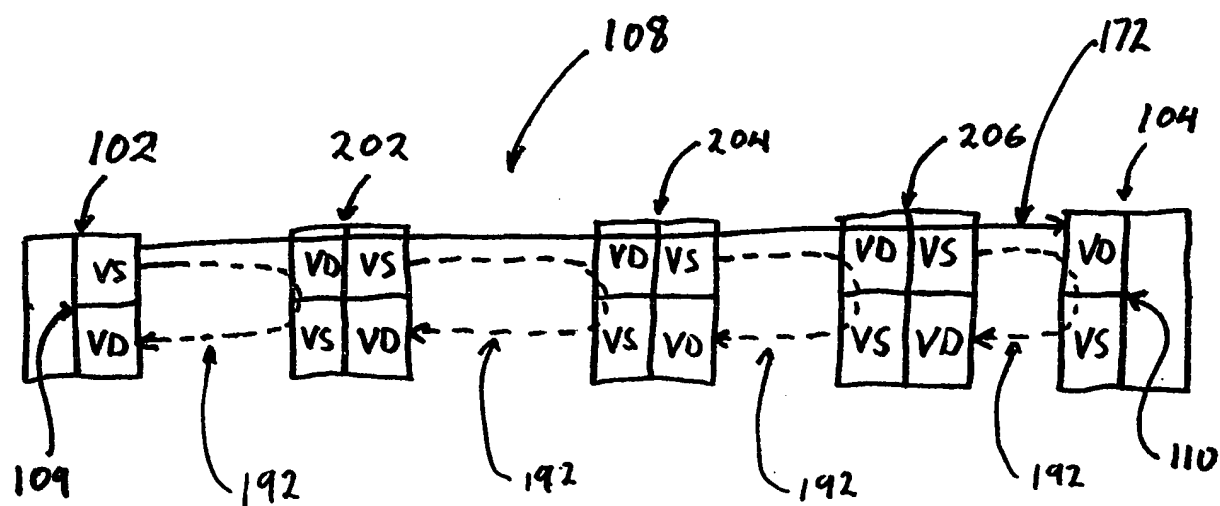
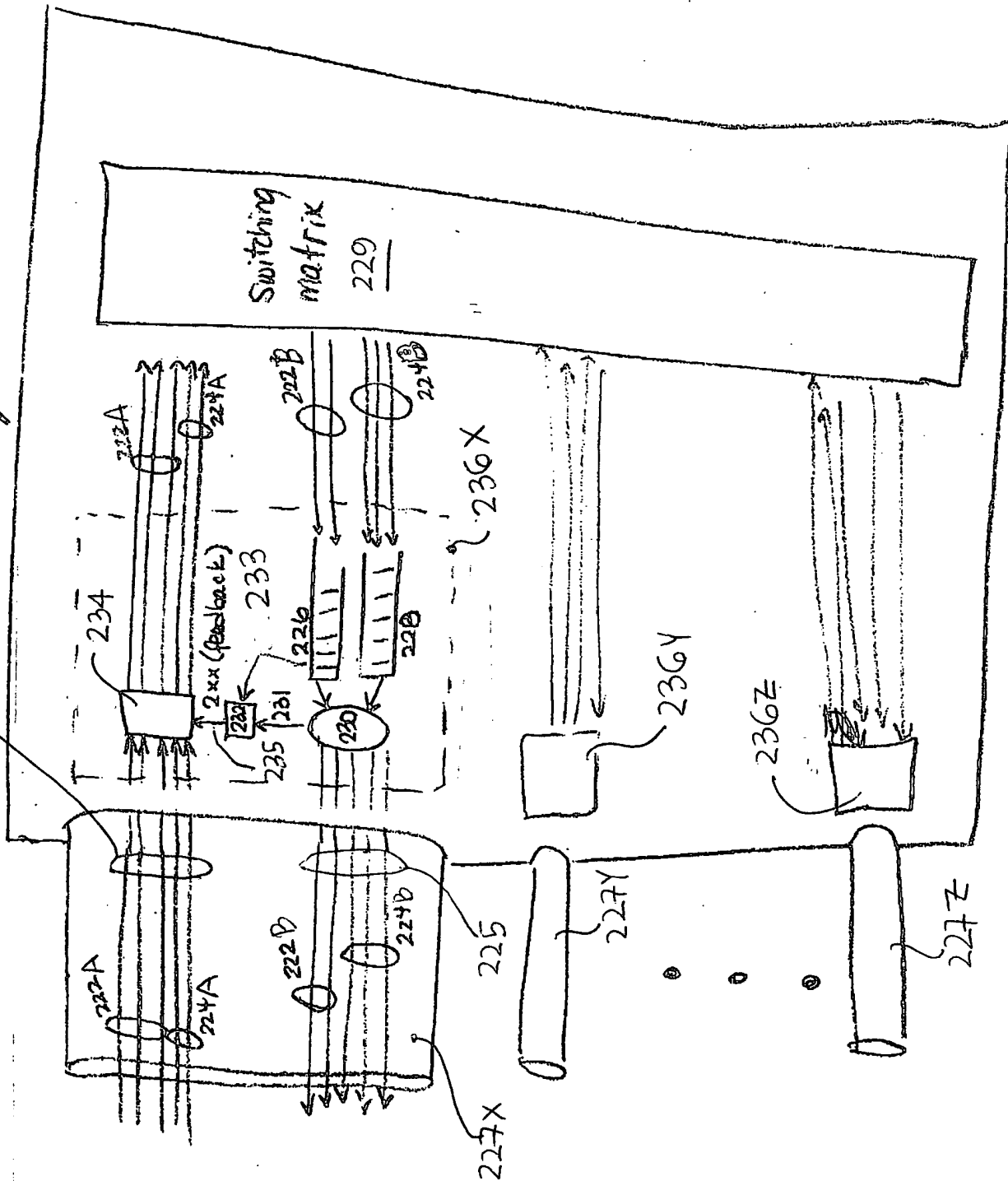


FIGURE 4

652210-48E5E260

Fig. 5



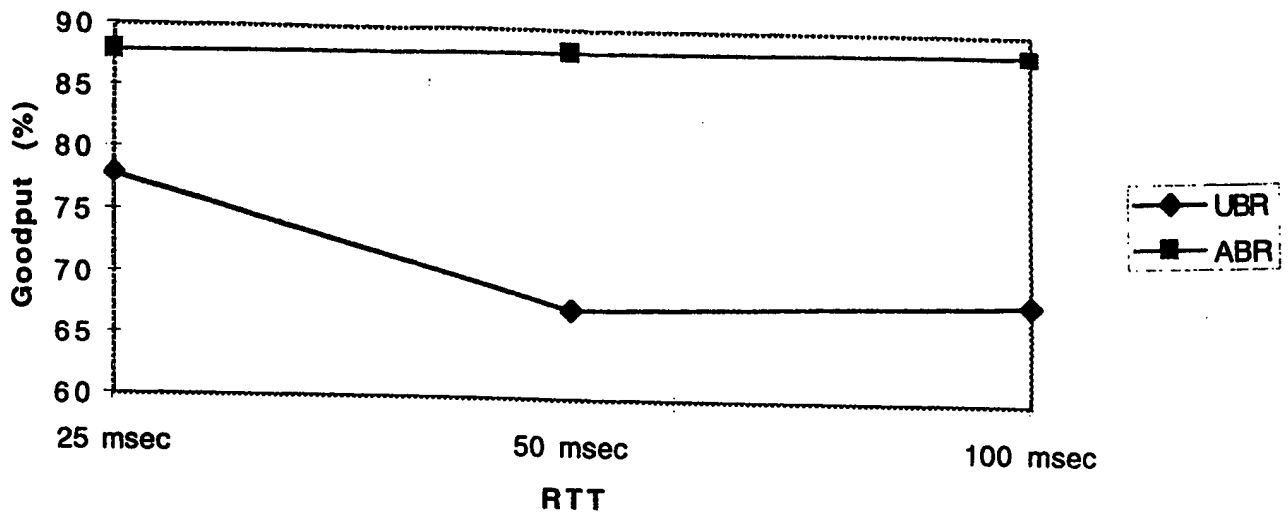


Figure 6 • Goodput Performance with Constant Switch Buffer Size

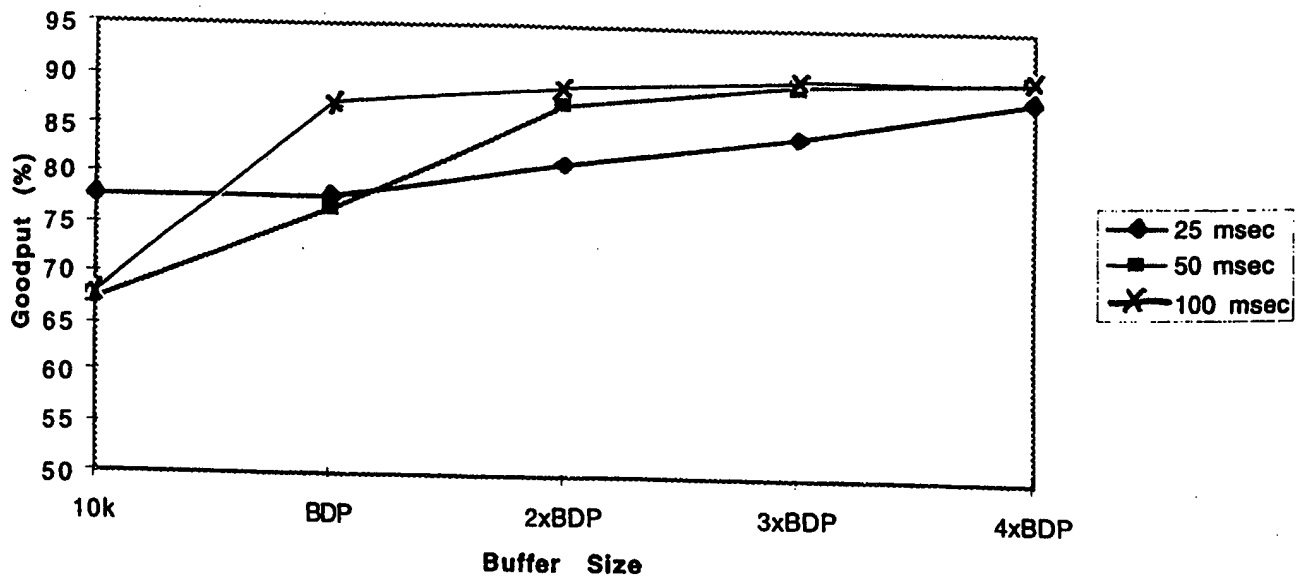


Figure 7 • UBR Goodput with Various Switch Buffer Sizes

Figure 10 is a line graph titled "Buffer Size (cells) vs. Round Trip Time (RTT)". The Y-axis is labeled "Buffer Size (cells)" and ranges from 0 to 80,000 in increments of 10,000. The X-axis is labeled "RTT" and has three discrete points: 25 msec, 50 msec, and 100 msec. There are two data series: "UBR" (Unicast Best Effort) represented by a solid line with diamond markers, and "ABR" (Asynchronous Rate-Based) represented by a solid line with square markers. The UBR series starts at approximately 40,000 cells at 25 msec, increases to about 60,000 cells at 50 msec, and reaches approximately 80,000 cells at 100 msec. The ABR series starts at approximately 1,000 cells at 25 msec, increases slightly to about 2,000 cells at 50 msec, and reaches approximately 10,000 cells at 100 msec.

RTT (msec)	UBR Buffer Size (cells)	ABR Buffer Size (cells)
25	~40,000	~1,000
50	~60,000	~2,000
100	~80,000	~10,000

Figure 8 • Switch Buffer Requirements to Achieve Equivalent Goodput Performance